Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended): In a machine vision system having a plurality of vision processors (VPs) and at least one user interface (UI), a method for instructing a UI in communication with a first VP to establish communication with a second VP, the method comprising:

providing ~~each~~ a first VP with a link function, the link function being a control function executable by the first VP, and being for establishing communication between a second VP and ~~a~~ the at least one UI, the communication enabling a continually updated image display on the at least one UI representing a current state of the second VP;

~~activating~~ executing the link function so as to issue instructions from the first VP to the UI to establish communication with ~~another~~ the second VP.

2. (currently amended) The method of claim 1, wherein ~~activating~~ the link function includes:

~~activating~~ a VP control function having a plurality of parameters, including at least an identifier of the second VP.

3. (currently amended): The method of claim ~~2~~1, wherein ~~activating a VP control~~ executing the link function includes:

clicking on a graphical representation of the ~~VP control~~ link function displayed by the UI.

4. (currently amended): The method of claim 3, wherein the graphical representation of the ~~VP control~~ link function is an underlined text string displayed by ~~a~~ the UI.

5. (currently amended): The method of claim ~~2~~ 1, wherein ~~activating a VP control~~ instructions from the first VP to the UI includes:

~~providing an activation signal to the VP control~~ a plurality of parameters, including at least an identifier of the second VP, and at least one of a description of a view of the second VP, and a cursor position of the second VP.

6. (currently amended): The method of claim ~~5~~1, wherein ~~the activation signal~~ executing the link function is initiated by a user.

7. (currently amended): The method of claim 6, wherein ~~the activation signal~~ executing the link function is initiated by a user via the at least one UI.

8. (currently amended): The method of claim 7, wherein the <u>at least</u>

<u>one</u> UI includes a check box.

9. (currently amended): The method of claim 7, wherein the <u>at least</u>

<u>one</u> UI includes a radio button.

10. (currently amended): The method of claim 5 <u>1</u>, wherein <u>executing the link</u>

<u>function</u> ~~the activation signal~~ is initiated by an external event.

11. (original): The method of claim 10, wherein the external event is an

industrial process event.

12. (currently amended): The method of claim 10, wherein the ~~activation signal~~

~~is initiated by~~ <u>external event is</u> a change in the state of a sensor.

13. (currently amended): The method of claim ~~10~~ <u>1</u>, wherein ~~the activation~~

~~signal~~ <u>executing the link function</u> is initiated by a programmatic decision.

14. (currently amended): The method of claim ~~10~~ <u>1</u>, wherein ~~the activation~~

~~signal~~ <u>executing the link function</u> is initiated by a human decision.

15. (currently amended): The method of claim 1, wherein ~~activating~~

executing the link function includes:

including the link function in a function execution sequence of the VP.

16. (currently amended): The method of claim 1, wherein the link function also

terminates communication with a the first VP in addition to establishing

communication with a the second VP.

17. (currently amended): The method of claim 1, wherein the link function

enables local dynamic display of ~~a remote~~ images provided by a camera of the

second VP on the at least one UI.

18. (canceled)

19. (currently amended): The method of claim 1, wherein upon activation of the

link function, a user is enabled to configure the second VP using the at least one

UI.

20. (currently amended): In a machine vision system having a plurality of vision processors (VPs) and at least one user interface (UI), a method for instructing a UI in communication with a first VP to establish communication with a second VP, the method comprising:

providing a graphical representation, included in the at least one UI, the graphical representation being adapted to ~~initiate an activation signal that causes~~ respond to user action so as to cause the first VP to instruct the at least one UI to establish communication with the second VP, the communication enabling a continually updated image display on the at least on UI representing a current state of the second VP; and enabling a user to configure the second VP using the UI.

21. (original): The machine vision system of claim 20, wherein the plurality of VPs and the at least one UI are interconnected via a network.

22. (original): The machine vision system of claim 21, wherein the network supports a TCP/IP network protocol.

23. (currently amended): The machine vision system of claim 20, wherein the ~~graphical representation is adapted to be responsive to~~ user action includes selecting the graphical representation.

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24. (currently amended): The machine vision system of claim 23 20, wherein the user action is a mouse click upon the graphical representation.

25. (original): The machine vision system of claim 20, wherein the graphical representation is an underlined text string.

26. (currently amended): A user interface (UI) for a machine vision system having a plurality of vision processors (VPs) including a first VP and a second VP, the user interface comprising:

a spread sheet; and

a graphical representation, the graphical representation being incorporated in the spreadsheet, the graphical representation being adapted to respond to user action so as to cause the a first VP to instruct the UI to establish communication with a second VP of the plurality of VPs, the communication enabling a continually updated image display on the UI representing a current state of the second VP.

27. (currently amended): The user interface (UI) of claim 26, wherein the graphical representation is further adapted to respond to user action so as to cause the UI to terminate communication with ~~a~~ the first VP of the plurality of VPs.

28. (original): The user interface (UI) of claim 26, wherein the graphical representation is an underlined text string.

29. (original): The user interface (UI) of claim 26, wherein the graphical representation is an iconic representation.

30. (currently amended): A machine vision system comprising:

a plurality of vision processors (VPs);

at least one user interface (UI) in communication with a first VP of the plurality of VPs, the UI including:

a graphical representation visible to a user, the graphical representation being adapted to respond to user action so as to cause the first VP to instruct the UI to establish communication with a second VP of the plurality of VPs, the communication enabling a continually updated image display on the UI representing a current state of the second VP.

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31. (original): The machine vision system of claim 30, wherein the plurality of VPs and the at least one UI are interconnected via a network.

32. (original): The machine vision system of claim 31, wherein the network supports a TCP/IP network protocol.

33. (original): The machine vision system of claim 30, wherein user action is a mouse click upon the graphical representation.

34. (original): The machine vision system of claim 30, wherein the graphical representation is an underlined text string.